COURSE NAME

FORSAKEN-ALL ROBLOX ASOCIATED KILLERS

A TABULAR COMPARISON AND RANKING

Forsaken on **Roblox** is a popular multiplayer horror-survival game where one player becomes the killer and the others play as survivors trying to complete objectives and stay alive. The game is fast-paced, with short rounds that emphasize strategy, teamwork, and quick thinking. Its spooky atmosphere, tense chases, and community-driven lore make it one of the most played and engaging horror Roblox game

Alright 😈 let's do a **Forsaken killer ranking by overall scariness (lore + vibe + pressure)**.
This is about **fear**, not just strength.

🩸 Forsaken Killers — Scariest to Least Scary

🥇 Nosferatu

Why #1:

- Slow, patient, always watching
- Doesn't rely on glitches or noise
- Feels **ancient**, like he existed before everything else
- Psychological dread > jumpscares

👉 Fear type: *"He's been here the whole time."*

🥈 1x1x1x1

Why #2:

- Pure chaos and unpredictability
- Glitch effects make reality feel broken
- Linked to Shedletsky → human involvement makes it worse

👉 Fear type: *Loss of control.*

🥉 **Guest 666**

Why #3:

- Silent, faceless, inevitable
- Represents erased players / forgotten identities
- Doesn't feel angry—just **wrong**

👉 Fear type: *Being erased.*

4️⃣ **John Doe**

Why #4:

- Smart, predatory, calculating
- Actively hunts instead of waiting
- Less mysterious than others, but very dangerous

👉 Fear type: *Being targeted.*

5️⃣ **Noli**

Why #5:

- Human who chose darkness
- Ritualistic and obsessive
- Scary because it was **intentional**, not accidental

👉 Fear type: *Devotion gone wrong.*

6️⃣ Coolkid

Why #6:

- Loud, mocking, aggressive
- Represents trolling turned violent
- More chaotic than terrifying

👉 Fear type: *Unhinged behavior.*

🧠 Final takeaway

- **Nosferatu** wins because he scares you *before* he attacks
- **1x1x1x1** is the most chaotic
- **Guest 666** is the most tragic
- **John Doe** is the most "slasher-like"
- **Noli & Coolkid** are human-made horrors